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Dnd 5e homebrew classes

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Dungeons & Dragons (DnD) wouldn't be the same without Homebrew - an extension of creativity that lets players unleash their imagination. From the early days, Homebrewers have been inspired by official Wizards of the Coast books, using them as guidelines rather than rigid rules. With the introduction of 5e, Homebrew has taken center stage, allowing players and Dungeon Masters (DMs) to express themselves creatively. It's not uncommon for players to create their own unique classes, often shared on forums and codified among DnD enthusiasts. While not every campaign needs Homebrew classes, they're an excellent way to add variety and make each experience distinct. Thankfully, many dedicated fans have already developed frameworks for outstanding Homebrew classes, making it easier for others to build upon their work. Take the Witch class, for instance. This Homebrew creation uses Wisdom (WIS) as its spellcasting ability, seeking ancient knowledge or relics to improve their craft. Witches often form close-knit groups, using these organizations to protect themselves or operate in secret. They view all magic users as part of a larger family and are quick to forge alliances with other spellcasters. A Witch would typically be proficient in skills like Animal Handling, Arcana, and Nature, carrying a Herbalism Kit and having a familiar. Their abilities evoke traditional imagery associated with Witches - think cats, cauldrons, and candles. Another example is the Inventor Homebrew class, which improves upon the Artificer introduced by user KibblesTasty in GM Binder. Some players consider the Inventor to be an Artificer subclass, but the main difference lies in their approach: while Artificers are masters of their craft, Inventors are hobbyists who strive to outshine their rivals. The Inventor relies on Intelligence (INT) and tool use, specializing in a specific type of crafting like Gadgetsmith or Infusionsmith. These Homebrew classes allow players to enhance their experience, try new things, and have fun. And with the wealth of creativity already out there, it's easier than ever for DnD enthusiasts to dive in and start exploring the vast possibilities of Homebrew. Inventors specialize in Slight of Hand, Arcana, and Investigation skills. They view magic as intricate mechanisms, aiming to create by manipulating it into tools. Scholars are INT-based martial classes who don't use magic but instead apply intellect for battle. They're like army officers in the 5e world, focusing on tangible studies such as medicine or war strategies. Scholars often fall into three subclasses: Tacticians, Physicians, and Politicians. Politicians utilize charisma to negotiate, employing the Force of Personality feat to influence others on the battlefield. Physicians study human bodies, seeking knowledge to heal wounded warriors. Tacticians understand war strategies, poring over maps and studying predecessors' bloodstained notebooks. Warmages are cantrip-spam casters who focus on the simplest magic for success in battle. They hail from the College of Warmages, using their skills for both righteousness and profit. The Blood Hunter class is strategic, trading HP for power. They're arcane Rangers focusing on supernatural elements rather than natural ones, studying blood magic or hemocraft. Blood Hunters swear to fight evil in all its forms, giving up humanity to protect realms of light from monsters twisted by darkness. They take the ritual of Hunter's Bane, which irrevocably changes them and unites them with other Blood Hunters. In the realm of Dungeons & Dragons (DnD) 5e, certain characters wield immense power by manipulating life forces. The Necromancer is one such magic user who controls energies that govern existence and demise. They tap into the dark forces beyond our reality, commanding legions of undead minions to do their bidding. The School of Necromancy has become a staple in DnD lore, particularly among Wizards who master this school of magic. However, homebrew adaptations, like those crafted by u/Mozared on Reddit, allow for more personalized experiences within the game. These adaptations give players and DMs the freedom to explore new stories without adhering strictly to traditional rules. Homebrewing is what makes DnD 5e so enjoyable—it fosters creativity among DMs as they weave unique tales for their players. The process involves making adjustments or additions to existing rules, often tailored to a specific campaign's needs. This flexibility isn't about altering the core gameplay but enhancing it with personal touches that reflect the DM's and players' imagination. Creating homebrew classes is an art that requires listening to player ideas and adapting them into the game world. It allows for more character diversity, reflecting the desires of players who see a particular role but don’t find it explicitly listed in official materials. This approach also encourages creativity among creators, as they can introduce novel concepts such as new races, classes, or special feats. When crafting a homebrew class, consider what kind of characters you want to exist within your campaign world. Ensure that the character has appropriate hit dice, proficiencies, and equipment, as well as skill and saving throw abilities. Use existing homebrews as inspiration and structure your own creations similarly. They might pick two skills from the typical 5e Fighter ones: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival. This Barfighter will have Athletics and Intimidation. We'll use STR for Intimidation instead of CHA. That's a super basic Homebrew class. Homebrew can be as complex or simple as the DM wants it to be. The sourcebooks are great guides, providing new and old players with a starting point. Every DM can create their own unique classes. Try adding some Homebrew to your next campaign!